O-ACE'S

Omaha Atari Computer Enthusiasts

Volume 5 Issue 9 September 1987

Wednesday, SEPT 9
MONTHLY MEETING
La Vista Recreation Center
7:00 P.M.

THERE WILL BE NO SIG MEETINGS UNTIL FURTHER NOTICE

OLD BUSINESS

The August meeting began at 7:45 with the monthly door prize selections, now determined by an ST GFA Basic program written by Deane Bolin. This months winners, both of whom were not present to receive their prize, were Dolly Heyden and Thomas Scharwz.

The club's programming contest entries must be completed and turned in at the September meeting. The prize winners in aech category (8-Bit and ST) will receive a $25 dollar gift certificate good on any purchase at HobbyTown. HobbyTown was also generous enough to donate these gift certificates to the club. - Thanks HobbyTown -

The clubs newsletter was reviewed after which the club president spoke about the possibility of our club's newsletter combining with the Lincoln Atari users group newsletter. More information on this topic should be forthcoming in the next couple of months.

Two very important topic were discussed at this meeting. The first was the Lowering of club dues from $24 dollars a year to $18 dollars a year. In order to make this new change fair to current members, all current memberships have been extended by another two months.

The second topic concerned the possibility of extending a current members membership by an extra two months for each new member they bring into the club. Thsi second proposal will be looked into by the club officers to determine if it is feasible for the club to do.

The final topics discussed concerned club disks. The club recently purchased 100 blank 3.5 inch disks and the club is still considering renting 100 ST public domain disks for one week.

MEMBERSHIP INFORMATION

Please note that your membership expiration date is in the upper right hand corner of your mailing label and should now reflect the two month extention as mentioned in the above article. If your expiration date is incorrect please inform one of the club officers so that it may be corrected.

STid-Bits

Atari ST News, Views, and Reviews

By Peter R. Killian

O-ACES

DESKTOP PUBLISHING:

Want to know a sure way to drive yourself crazy? Try publishing a newsletter while learning how to use a desktop publishing program! I did just that this last week and a half. The program I used is the same one I am using right now to do this article: Publishing Partner (tm) from Soft Logik. Although I had a good time learning and I am proud of how the newsletter came out, I was tearing my hair out most of the time.

It was a joy to freely mix text and graphics, all the while being able to see just how it will look once I commit to paper. It was fun to make things fit together just right as I went along. I also thought it was fun to change print types as I went along. Unfortunately, this was what caused me the greatest headache. I found that I could not mix fonts in the manner I was trying. The real problem was I did not find out what was wrong at first. I made a lot of wrong turns on the way to solving the problem. The problem was a subtle one since it started printing just fine, but started scrambling the character spacing and slopping characters on top of each other after printing a couple of inches down the paper. A lot of different causes suggested themselves at the time and I wasted a lot of time trying to fix each one -- only to find they were not the culprits.

How serious is this flaw? Probably not as bad as I felt while I was trying to figure it out. I also am now learning a similar program (Ventura Publishing by Xerox) at work. That program cost about six times as much as Publishing Partner, and it was about that much more frustrating than Publishing Partner. This is doubly ironic because, unlike many other programs where I could make similar comaparisons, both programs use GEM! In fact, neither would probably work as well as it does without GEM. The print capabilities of both are nearly identical, but Publishing Partner is much more logically laid out. I was able to use Publishing Partner almost immediately, while it was weeks before I could even understand much of what I was doing with the program at work.

I should hasten to point out that while I cannot mix fonts within a column of text, I can freely mix styles and sizes. I can make print **BOLD**, UNDERLINED, BACKSLANTED, DOUBLE UNDERLINED, *ITALICIZED*, LIGHT, etc. with ease. I can also easily add overcome the font mixing problem by simply keeping the changes in separate blocks of text outside of the normal columns. I can then put these just where I want them, effectively getting the same result I was trying for by a different method.

I was also able to bring in other forms of text by using DEGAS Elite, but I was sorely disappointed to discover that I could not use Print Master icons. I thought I could get around this with PM Interface (from XLent Software), but even though PM Interface can convert graphics from DEGAS to Print Master and Typesetter Elite, it could not convert back to DEGAS.

BARBARIAN:

This is a super game! If you haven't seen it, run, don't walk to find the nearest place that has it. I decided I must have it the first time I saw it. I think it is even better than Gauntlet except for the fact that Barbarian is just a one-player game while Gauntlet (I am told) can be played by more than one. You play a big, muscular sword-wielder (ala Conan) who must fight his way through all sorts of finely detailed foes to the evil Necron, arch-foe and slayer of your father. Action is controlled by joystick or by pointing at pictorial representations of your intended actions. The graphics are superb and the sound effects (grunts, growls, thuds, etc.) really add to the thrill.

The booklet that comes with the program recommends against the joystick method as it is harder to control. I agree. The method, though, is not important because the game is a ball! $39.95 list from Psygnosis (the same people who brought you Brataccas).]

SWIFTCALC:

Oh no, not another spreadsheet! Yes, it is "just" another spreadsheet. It is not any prettier nor does it perform calculations faster, scroll more smoothly, or otherwise perform the usual spreadsheet functions better. Why then (you ask) does it rat e special attention here? It has the ability to transfer data both to and from other progams. SwiftCalc was designed to work with two other programs from Timeworks, but these are not the only ones it can share data with. Most importantly to me, I can now move data back and forth from dBMAN. Now, if I cannot do what I want with my database or with my spreadsheet, I can move it to the other program and try it there. This gives me much more flexibility than I had before. If you need this kind of flexibility also, I can heartily recommend this $79.95 list program, especially if you cannot afford the price of VIP Professional.

Club Library News

By Axel Ricker

Well, I haven't written this article for the last two months and I couldn't even make the last meeting. Unfortunately, I am again working the evening of this month's meeting but do not despair the library will be there and it will have multiple goodies.

I have added four new Printshop icon disks with all having a total of 125 icons each. You will find that only a few are duplicates of previous disks as it very difficult extracting them and inserting others. I think you'll find most of them of the highest artistic quality considering these were made on our 8-bit machines.

Some that you may want to pay close attention to are:

Disk #3: Tragedy, Sc.Fict., Walker
isk #4: Haunted, Donald, Girl
Disk #5: Eagle, Moonset2, Overtime
Disk #6: Hiyall, Byeyall, Letters

You can check out the icons on the printed sheets that will, ,unfortunately, cost a Quarter this time if you want one.

Disc #98 is called "The Eye of the Illuminator" a well put together game which most should find entertaining. Even the instruction side is visually stimulating.

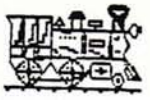
Disc #99 is full of games, some in basic and some in machine language. Some of you may have seen some of them but I'm sure not all of them. They include Troll, Planet, Munch, Bumblebee, Mengcop, Money, Hexwar, Bigtop, Checkers, Walker, Pbschess and Dodger (this latter one is simple but very addictive).

Disc #100 is a picture disk that omes from Germany. I don't know what program they used to draw these but you will be very suprised that these were made on an 8-bit machine. Those interested in adding some very good pictures to their library definitely check this out.

Disc #101 contains pictures from Star Trek adventures except for two that are related to the shuttle program. For those of you that consider yourselves Trekkies this is a must.

For those of you that have missed previous meetings, other disks in the library include #93 Pokey Player II and #92 Analog of June 87. We are up to that Analog and up to June 87 Antic. In the next month I hope to get both Analog and Antic through August if not September. I also plan on adding one more printshop disk and 3-4 other disks of games, utilities and graphics that I've received from other clubs.

(Printed below this article are a couple of the new items in our 8-bit library, mentioned above.)



ENGINE

BIRD

EAGLE

ATARI CORP.'S PROFITS ARE UP

(Aug. 6) Atari Corp. said today its profits are up 39.3 percent and sales are up 16.4 percent in the second quarter. According to The Associated Press, this puts the Sunnyvale, Calif., computer maker's net income for the quarter at $13.5 million, or 23 cents a share, compared to $9.7 million, or 22 cents a share on fewer outstanding shares, a year earlier. The wire service says sales for the quarter were $70.7 million compared to $60.7 million for the same quarter last year.

Looking, then, at the first six months of this year, net income for Atari was $28.8 million compared to $12.4 million, an increase of 132 percent. Sales for the first half were $135.8 million compared to $105.6 million for the same period last year, an increase of 28.6 percent.
--Charles Bowen

ATARI MEGA ST RELEASE IS IMMINENT

(July 1) An Atari executive has reacted to rumors that Atari's Mega ST would not be ready until September.

Atari users have been hearing rumors that the new machine would be delayed until September. The reason usually supplied was that the SLM804 laser printer was having production problems and Atari wouldn't release the MEGA without the printer. Neil Harris, Director of Marketing Communications at Atari, says that the release of the Mega ST is "imminent." Although Harris didn't comment on the laser printer's supposed problems, he did say that Atari saw "no reason to wait on the laser printers to get the Megas out the door." He also said that the SLM804 (laser printer) will be ready well in advance of September.
--James Moran

ATARI'S NEW COMPUTER RELEASED

(July 31) Atari's new Mega ST computer has been released for sale in Germany and Switzerland. The 2 Mb version of the Mega ST is selling for 3,000 Swiss Francs -- about $2,000 US -- and the 4 Mb model is an additional 400 Swiss Francs ($270).

This confirmed comments made last month by an Atari executive that release of the new model was imminent.

The Swiss model was released without a "blitter", a newly developed coprocessor chip that acts as a high-speed memory manager. Among other tasks, the blitter is expected to control animation and screen graphics. Some US observers were disappointed that the first machines were manufactured without the coprocessor but Neil Harris, Atari's director of marketing communications, said that he expects US machines to include the blitter.

Commenting on why the Mega ST showed up in Switzerland before the US, Harris told OLT that, "We tend to give first shipments to areas which are being most successful. Right now, the German market is the hottest ST market for us. Since Switzerland is a German-speaking nation, they also received some."

John Feagans, who is working on keyboard development for Atari, told OLT that he had been working with a blitter-equipped ST for more than a month. He also said that blitters for all STs will be available and that "there will be a place to put it." Some potential buyers had been concerned that a socket for the coprocessor would not be assembled into US versions of the ST. US release of the Atari Mega ST2 and Mega ST4 is anticipated for September.
--James Moran

ANTIC PUBLISHING INC., (C) 1987 REPRINTED BY PERMISSION.

WORLD OF ATARI FAIRE SANTA CLARA SHOW DEBUTS -"FINALIZED" ATARI LASER PRINTER - NEAR-BETA WORD PERFECT...& MORE

BY NAT FRIEDLAND, ANTIC EDITOR 6/21/87

With all the other Atari Fairs that took place during the past 12 months and the huge Consumer Electronics Show just three weeks ago, it was surprising to find so much new to see last weekend during the hastily-organized World of Atari Faire at the year-old Santa Clara Convention Center

But several unfamiliar companies with impressive ST software made their Atari Fair debuts last weekend. And a near-production version of the Atari SLM804 laser printer had its first public

showing. This report concentrates on products that have not been reported on previously.

The Atari laser printer is smaller and lighter than most current models, but seems just about as fast and sharp. It was operating in Diablo 630 emulation with a 4Mb Mega ST running a pre-release version of the Microsoft Write word processor with a WYSIWYG display. The laser controller board is in a modem-sized box cabled between the ST's high-speed Direct Memory Access (DMA) port and the printer. This controller box also has a second DMA port for connecting a hard disk.

This 300 dots-per-inch printer supports Atari's GDOS (which automatically uses the highest resolution available to a printing device). We picked up a selection of the sharp graphics and muli-font printouts that the Atari SLM804 kept churning out throughout the day. Late summer or September is the current estimated market arrival for the Atari Desktop Publishing System.

At a neighboring booth, Word Perfect was showing a near-beta version of the forthcoming ST edition of its bestselling word processor. The GEM-based software, due in September, looked extremely fast and powerful. It will list at $395 but is often discounted by more than 50% in the IBM version. The WP rep said that the company is working closely with Publishing Partner's developers to assure immediate desktop publishing compatibility for the word processor.

Programmers will love Omniware's new Edit/Booster, an ST text editor that also generates GEM code by mouse. Select "Draw A Circle" from a drop-down menu and the GEM code apppears in your program. The version currently on sale just works with C, but updates for GFA BASIC, Personal Pascal and Modula-2 are promised soon. Omniware, based in Bellevue, Washington also showed a desk accessory controller for the widely used Hewlett-Packard Laserjet printer and an H-P terminal emulator.

Iliad Software of Orem, Utah, another new entry, showed a powerful, user-friendly CAD/drawing program, Athena II, selling for $99.95. Athena requires a 1Mb ST, but functions in either color or monochrome. Coming soon is a circuit-testing simulation program called Circuit Maker. The company was also showing a multiuser, multitasking operating system, PDOS, which is similar to the system used on 68000-based VME workstations.

A wide-ranging product line of specialized business applications for the ST was shown by Hi-Tech Advisors of Winter Haven, Florida. Their $199 titles included Church Manager, Service Station Manager, Video Store Manager, Inventory Pro and Sales Pro Plus. Mail Pro handles custom mailing lists and form letters for just $69. SBT of Sausalito, California kicked off a line of dBASE III business accounting modules based on the ST's dBMAN clone.

Beckemeyer Development Tools of Oakland, California showed their latest addition, a touch-screen restaurant menu system. The demonstration model for a Chinese restaurant was almost frighteningly complete and efficient.

Two image scanners were shown at the fair. Navarone, of Sonora, California had a $1,239 ST system including the Canon IX-12 scanner. The simpler $99.95 IMG Scan from Seymor-Radix of Irving, TX used a small box that tapes to the print head of any dot matrix printer that supports graphics.

Old-timer Lou Schwing of Astra Systems was gleefully demonstrating the ruggedness of his HD+ unit which combines an 20Mb hard disk and a double-sided ST 3.5" disk. The HD+ was notably cool and even kept operating as he waved it in the air and laid it on its side. DeskCart, a $99.95 cartridge from Quantum Micro of Liverpool, New York is a real-time clock/calendar with a full set of Sidekick-type desk accessories including a filer, calculator, address book, notebook, macros, RAMdisk driver and other utilities. The cartridge format is claimed to save memory and operate faster.

The World of Atari was busy and profitable for most exhibitors throughout its Friday-Saturday run. The thriving Antic booth was showing upcoming ST graphics software from The Catalog -- Cyber Paint, a paint program that creates images for animation with Cybermate, and Spectrum 512, a smooth-lined, ultra-clear paint program that can display all the ST's 512 colors simultaneously.

Professional Musicians and the Atari ST

The inside story of how Atari won the war against IBM, Apple and Commodore

by Frank Foster

Most MIDI experts will admit that the Atari ST pretty much took the industry by surprise...especially since the change happened so quickly! Now there is widespread agreement that the Atari ST is becoming the international professional standard for the music Industry.

It was two days after the Grammys... Peter Gabriel was meeting with me to discuss an ST MIDI system for his new studio. I wondered why someone like Peter Gabriel would be thinking about an ST when he already owned a Fairlight and could probably afford any computer system he wanted. He listened quietly, taping our conversation with a small portable recorder. I explained that the ST was the continuation of the revolution that MIDI started. This technology--previously out of reach, financially, to the average musician--would now be accessible to even the "potential musicians," people who, with the aid of a computer, might find new musical abilities they had never been aware of.

He smiled, and I realized it was probably the politics of MIDI, this new affordable access to technology, which attracted his attention to the ST. That, plus the freedom these recent advances now offer to the artist. Applications like the Android programs, capable of generating hundreds of new sounds for the musician to choose from, seemed to interest him the most.

"Whether it's an album or video project, I like to work from as many options as possible," he said. After the meeting was over, I watched him walk toward the parking lot with an armload of ST software, and I couldn't help but think that the Atari ST had finally made it. The competition would not be laughing any more; 1987 would be the year of the ST.

From our point of view, the war started in June of 1983. At that time, Hybrid Arts was basically two people. This was about six months before the MIDI spec was accepted as the standard. We shared a booth with the IMA (International MIDI Association) at the NAMM (National Association of Music Merchants) convention and showed the first MIDI sequencer. They saw the Atari screen and started laughing, apparently thinking it was some kind of video game. Then Bob Moore hit the space bar and, to their surprise, music filled the place. The crowd stared in disbelief at the Atari 800 playing back through a Prophet 600. MIDI was virtually unheard of at this stage, and the Prophet was the first synth to be interfaced. We picked the Atari because the custom LSI chips made it much more suitable for real-time MIDI processing than the Apple or Commodore. Ironically, the very engineering that made the computer great for fast-action arcade-style games also made it perfect for time-critical applications like MIDI sequencing.

In 1984, Hybrid Arts released MidiTrack II and, by now, we had growing competition. Passport Designs had several programs for the Apple II, and Sequential Circuits had a system for the Commodore C-64. That same year Roland released a $350 MIDI interface for the IBM. But it was the C-64 that captured most of the market. Companies like Dr. T, MusicData, Syntech and Cherry Lane Technologies jumped into the market with a variety of good software. This gave customers a real choice in programs for the C-64.

When Apple introduced the Mac, it took almost two years for MIDI software to appear. But when it did, in late 1985, several new companies popped up. First came Opcode with a sequencer and patch librarian, followed by Southworth with Total Music, and Mark of the Unicorn, when they introduced Professional Composer (a sheet music program) and later addressed MIDI with Professional Performer (their sequencing system).

The Tramiels had taken over Atari in 1985 and given us the 130XE. We released MidiTrack III to take advantage of the 128K of RAM this computer offered. Nevertheless, it was a difficult time. Though the press acknowledged MidiTrack III as one of the most powerful systems on the market, many people were still

laughing at us. To avoid embarrassing questions about the "game computer," some pro musicians actually covered their Atari 130XE labels with gaffer's tape before taking the machines into the studio with them.

By 1986, the Mac was the "computer of choice" with professional musicians. They loved the user interface, and MIDI was becoming an accepted thing--in and out of the studio. For many years, studio people claimed that the MIDI spec was too slow for professional use. But the acceptance of MIDI came more slowly than many predicted, and six of the major software companies went out of business. It was the beginning of the great MIDI software shakeout, and the sudden introduction of the Amiga and the Atari ST added to the confusion. MIDI developers had to decide which machine to support, or which machine not to support. In the February 1986 issue of Keyboard Magazine, Dave Kusek of Passport Designs stated, "In that Atari's survival is questionable, we've decided not tg invest in software development for that machine. There is very little room in the marketplace for a machine with an independant operating system which is not compatible with anything else." In the same issue, Joe West of Computers and Music (a retail store specializing in MIDI software) reported, "Ninety-five percent of our calls are Amiga related. We're not interested in the ST. The fact that a MIDI port is built in is no big deal, since we all know that adding a MIDI port is easy."

Just as the Amiga was getting started, Cherry Lane Technologies (the company commisioned by Commodore to develop MIDI software for the Amiga) went out of business. That left only one company fighting the war for the Amiga. Their concept was MIDI Multi-tasking, but the reality is that, when you're doing time-critical software like MIDI sequencing, the last you want is an interrupt to update a different application program.

In the April 1987 issue of Keyboard Magazine, the facts about the Amiga's operating system were finally made public. Peter Gotcher revealed that "...some computers even have inherent timing problems. Take, for example, the Commodore Amiga. I have spoken to several developers writing software for the Amiga who have been unable to to use the Amiga's high-speed clock to time-stamp incoming MIDI events (the clock starts and stops unpredictably when it is interrupted by other processing tasks). The only alternative is to use the Amiga's 60Hz videoretrace to time events, resulting in a timing accuracy of 16MS. This produces some pretty spastic playback unless you quantize everything."

So, if we can assume that the IBM interface was too expensive and the Amiga has a clock accuracy difficulty, then what makes the ST really better for MIDI than the Mac? Could it be because the ST MIDI is built in? Or, by not buying a Mac, the customer could afford to buy a synth with the money saved? Is it because the ST is noticeably faster than the Mac? Well, the ST does have more flexibility in programming formats and styles--TOS, GEM, GDOS, etc. Sure, color could be a factor, but even in black-and-white, the ST has more display capacity. And, of course, if you really have to use some Mac software, you can run it on the ST using one of the Mac emulator systems. But not vice versa. With MIDI, it's really up to the musicians to decide. The musicians.

THE POINTER SISTERS -- The keyboard players for The Pointer Sisters have been the ST's strongest supporters. Whether at an Atapi Expo or the Atari booth at CES, Mark Ritter and Greg Whelchel were there educating people about MIDI and the Atari. So it was only natural that the Sisters would pick an Atari system for their own use. But Atari was even more pleased to hear that the Sisters felt strongly enough about the hardware/software combination to endorse it in an ad campaign.

TANGERINE DREAM -- No group is more aware of the ST's popularity in Germany than the Tangerine Dream trio. They are currently using six 1040s in their studio setup. Tangerine Dream is respected not only$for their album projects, but for their many film scores, as well, including: Sorcerer, Risky Business and Legend. So, for their film work, the SMPTE/MIDI system went into immediate use.

MIKE PINDER -- As the keyboard player of The Moody Blues, Mike was one of the early innovators designing musical arrangements around available technology. He was one of the first to do analog sampling onstage,

with the old Mellotron system (or Pindertron, as the upgraded version was known). So, when MIDI started, he was a strong supporter of the Atari 800 system--later the 130XE and, finally, the 1040ST. And, even in the middle of all this technology, Mike's latest solo project still retains a lot of the "old Moodys" feel--perhaps because he uses MIDI as a composing and arranging tool, with the musical ideas taking priority over the technology.

JAY FERGUSON -- Jay has a long history in the industry. He comes, originally, from a classical music background, yet he was extremely successful in the pop music field. He was a founding member of the rock group Spirit, and followed that with Jo Jo Gunne. Later, as a solo artist, he made several hits, including "Thunder Island." For the last several years, he has gotten a reputation for motion picture soundtracks, composing songs for movies such as Perfect and The Terminator. Jay used Hybrid's Atari 8-bit system for three years and recently upgraded to the ST with a MIDI/SMPTE system. He is currently completing the score for a science fiction film called Pulse, in 70mm and 6-channel Dolby sound. Jay feels that the Atari MIDI system and his career as a film composer have helped to combine his backgrounds in both classical and pop music into one common medium.

MARK WOLFSON, SHARON BOYLE and GARY GOETZMAN -- The team responsible for musical direction in the film Stop Making Sense is currently using the Atari for a series of films. The first, titled And God Created Women, is written and directed by Roger Vadim and stars Rebecca DeMornay (from Risky Business). The Atari ST, by the way, makes an on-screen appearance, beyond its behind-the-scenes role as a MIDI production tool.

THE JAZZ ARTISTS -- Lee Ritenour was one of the very first to really get into MIDI from the guitarist's point of view. With his SynthAxe, he simultaneously records MIDI on the Atari and audio on the multi-track tape deck. He later decides how to mix or quantize the digital audio data. Lee's friend, jazz bassist and keyboardist Abraham Laboriel, never got into computers much before the ST, but had no problem with the icon-based interface. He was totally into it, composing at an incredible rate.

If he had a question, his friend Don Grusin was there to offer advice. It was no surprise then, when Don's brother--internationally respected jazz artist Dave Grusin--selected the ST for his own system. It seems the Atari ST has enjoyed a word-of-mouth, chain-reaction effect in the jazz session player circle. And these guys are taking it into movie projects with them. This summer, film buffs will notice a new logo sequence at the beginning of each MGM movie. The soundtrack was programmed entirely on an ST, controlling a whole bank of synths and samplers. Don Grusin and Jeff Fair were able to synchronize the ST to the video with SMPTE timecode, providing the client with instant response to each of the director's suggestions. Since the video image was also created on a computer by Digital Productions, this piece really indicates the amount of control attainable with today's technology.

While assessing the Atari's position in today's music market, it's appropriate to give the last word to one of the trade magazines. Musician Magazine has the largest audited paid circulation in the music-making industry. In the April 1987 issue, Editor Jock Baird made the following statement: "Actually, the biggest single winner at winter NAMM was probably not a music manufacturer at all, but a computer maker: Jack Tramiel, the Holocaust survivor who turned Atari around..." To take it further, Baird also stated, "If 1986 was dubbed 'the year of sampling,' my call is for '87 to be 'the year of the Atari.' Nice job, Jack."

When all is said and done, the Atari ST has proven itself in the music industry--not just in the professional market, but in the consumer market, as well. In fact, the ST is succeeding in taking the promise of MIDI to the people, where it can do the most good, to the average person with a natural curiosity about learning and music. If the ST can make it just a little easier for a person to create beautiful music or to communicate musical ideas, then maybe it has done something really significant, something that sets it apart from other computers. And maybe this will set Atari apart from other computer companies. We think so.

Author's Biography: Frank Foster is the President of Hybrid Arts Inc., Los Angeles, California.

HOBBY TOWN
Where your dreams live!

We carry these categories at most stores

* Atari Computers
* Software for most computers
* Adventure games
* Military miniatures
* Trains - G, 027, HO, N, Z, Scales
* Radio controlled cars, boats, planes
* Tools and paints
* Building supplies
* Robotics
* Skateboards
* Video Movie Rental
* Comic Books
* Military Books
* Baseball Cards
* Plastic and Wood Models
* Rockets

There are six Hobby Towns in All, with these two in your area:

Tom's Hobby Town
Rock Brook Village
108th and Center
Omaha, Ne. 68144
402-391-5669

Merl's Hobby Town
* Headquarters *
130 N. 13th St.
Lincoln, Ne. 68508
402-476-3829

ANNOUNCING A 20% DISCOUNT AT HOBBY TOWN

ACCORDING TO A HOBBY TOWN SPOKESMAN, THE OMAHA ATARI COMPUTER ENTHUSIASTS(OACES) WILL NOW BE ABLE TO RECEIVE A 20% DISCOUNT ON HARDWARE AND SOFTWARE AT HOBBY TOWN.

IN ORDER TO RECEIVE THIS DISCOUNT YOU MUST PRESENT YOUR 20% OFF CARD AT THE TIME OF PURCHASE. THESE CARDS WILL BE MADE AVAILABLE AT HOBBY TOWN SHORTLY FOR CURRENT MEMBERS OF THE CLUB.

ATTEND THE SEPTEMBER MEETING FOR MORE DETAILS.

*** CLUB OFFICERS ***

President		- Jamie Blinn/592-0918
Vice Pres		- Peter Killian/592-5427
Librarian	8-Bit	- Axel Ricker/330-7734
	ST	- Donna Griggs/455-8317
Editor	8-Bit	- Roger Reese/331-1336
	ST	- Deane Bolin/291-1678
Member At Large		- Vacant

WE WILL BE MEETING AT THE LA VISTA RECREATION CENTER ON WEDNESDAY SEPTEMBER 9

The Omaha Atari Computer Enthusiasts (O-ACEs) are now meeting on the second Wednesday of the month. Our meeting location is the La Vista Recreation Center located at 8116 Park View Blvd., behind the La Vista City Hall and Police Station. Park View Blvd. is the next street south of Harrison when approaching from 84th street. Meeting time is 7:00, with the general meeting beginning at 7:30.

OMAHA, NE 681
-PM
8 SEP
1987

COLL
USA
STAMPS
USA 22

O-ACES
P.O. BOX 723
PAPILLION NE. 68046

S.L.C.C
P.O. BOX #1506
SAN LEANDRO CA, 94577